

Petr Stepanov

Web designer. Frontend developer.

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Education

Bowling Green State University

Aug 2014 → now

Doctor of Philosophy in photochemical sciences.
Dissertation topic: Development of positron annihilation spectroscopy: from experimental setups to advanced processing software.

British Higher School of Art and Design

Dec 2011 → Feb 2012

Intensive: graphical design and visual communications.

National Research Nuclear University

Sept 2004 → Feb 2011

Bachelor and Master of Science in solid state physics.

Thesis topic: Radiation defect studies of nuclear power plant vessel steels by means of positron lifetime annihilation spectroscopy.

Work experience

Freelance UI/UX Designer and Frontend Developer

Aug 2014 → now

Working on branding identity guidelines for number of startups. Designing interactive prototypes and writing agile user stories. Slicing mockups into interactive HTML and CSS with respect to the responsive guidelines. Preparing image and animation assets.

Contributing on the frontend part. Working on gulp and webpack scripts, writing SCSS from scratch. Mostly worked with applications with Node.js, EJS, Mongo.DB and modular JavaScript.

As a part of a team worked on cross-platform mobile applications with Ionic framework.

Research Assistant, Software Developer @BGSU

Sept 2014 → now

Developing desktop software for a number of facilities in the Material research laboratory (C++ and Qt, Java and Swing). Designing application wireframes. Working with CERN ROOT and RooFit libraries for data analysis.

Building websites for scientific conferences with registration and payment system workflow (WordPress themes development, PHP, Recurly.js). Making research group websites with static site generators (Jekyll, Hexo).

Web Designer, Frontend Developer @Gridnine Systems

Apr 2011 → Aug 2014

Prototyping conceptual wireframes and visual mockups for web applications (Photoshop, Illustrator).

Developing frontend part of a number of corporate web applications (Google Web Toolkit, JavaScript, Backbone.js and Require.js). Responsive layout with SASS and LESS. Doing some server-side backend programming (Java).

Interests

Linux and open-source software, fixing cars, snowboarding, rollerblading.

Skills

Basics

Jira, Git, SVN, SSH, HTTP, Terminal usage.
MVC/MVP design patterns. IDEs: Eclipse, NetBeans; Atom, VS Code.

UI/UX design

Figma, Sketch, InVision Studio, Adobe XD, Adobe Photoshop, Adobe Illustrator, Inkscape, Blender.

Desktop development

Java and Swing, C/C++ and Qt, compiling from source (gcc, GNU makefiles), Fortran 95.

Frontend and mobile

HTML, CSS (LESS and SASS), Bootstrap, responsive web design, JavaScript and jQuery, npm, gulp, GWT, familiar with AngularJS, React.js and Backbone.js. WordPress themes development. iOS development: Swift, UIKit, storyboards.

Backend

EJS, PHP, Java, Node.js.

Recent Projects

Otixo. A messenger focused on enhanced file cloud file sharing capabilities.

React.JS, SASS, SemanticUI, Swift, UIKit

Lili. Social network focused on creating and sharing lists of things.

Angular.js, LESS, HTML, Swift, UIKit

Bimmer Sticker Store. Website that features a collection of vinyl stickers for cars.

Bootstrap, SASS, EJS, Node.js

Maskd A homepage and identity for anonymous iOS messenger app.

Swift, HTML, LESS